



DRAGON WARRIOR

1 TANTEGEL CASTLE



2 BRECCONARY



3 ERDRICK'S CAVE



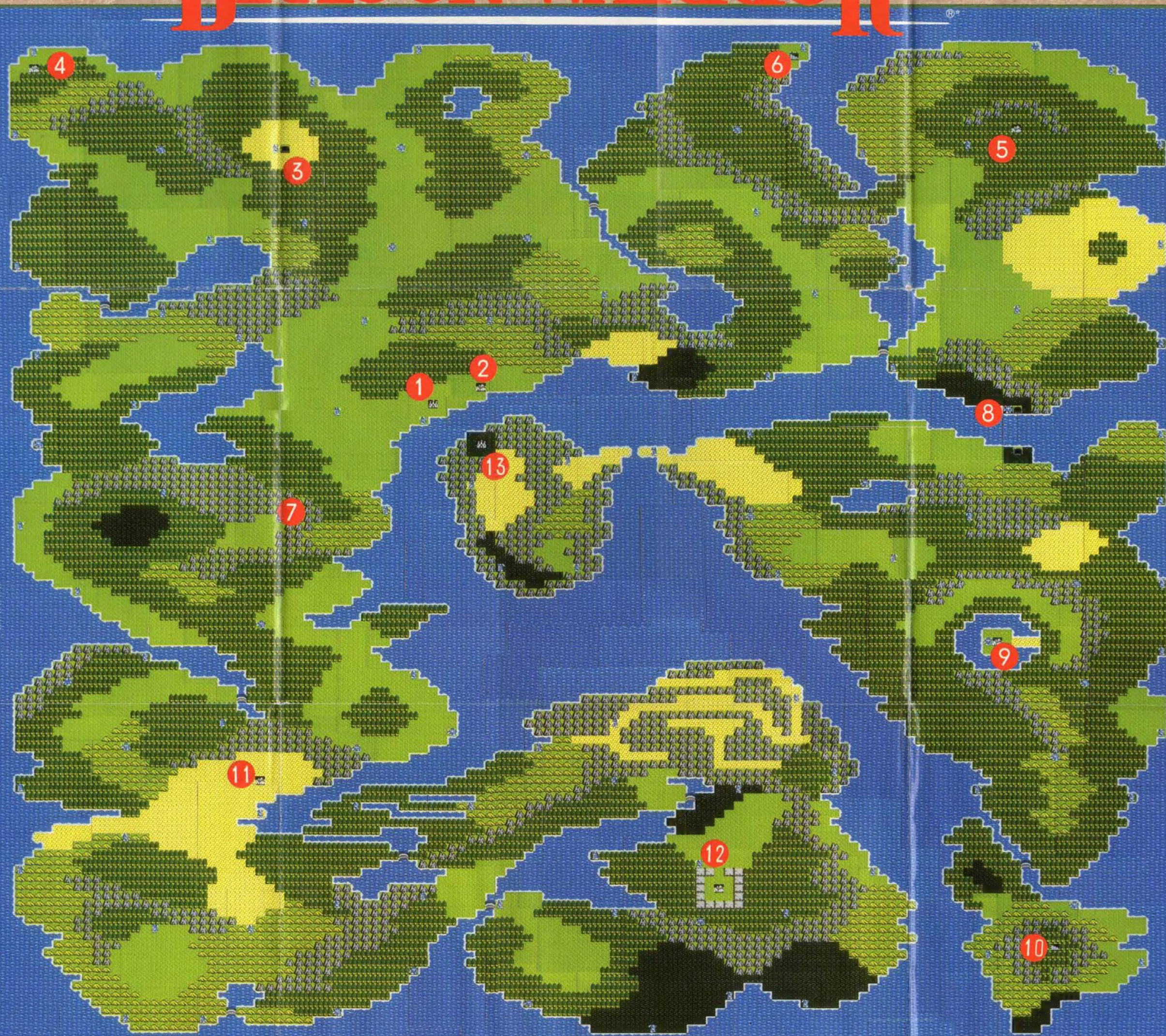
4 GARINHAM



5 KOL



6 NORTHERN CAVE



13 CHARLOCK CASTLE



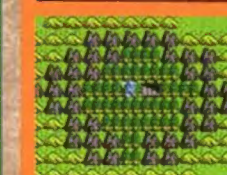
12 CANTLIN



11 HAUKSNESS



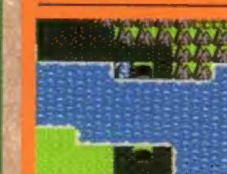
10 SOUTHERN CAVE



9 RIMULDAR



8 SWAMP CAVE



7 MOUNTAIN CAVE

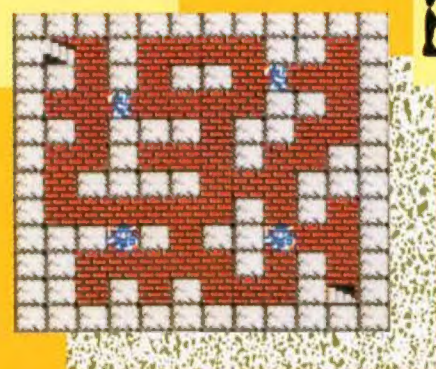


DUNGEON MAPS

F1

ERDRICK'S CAVE

B1



B2

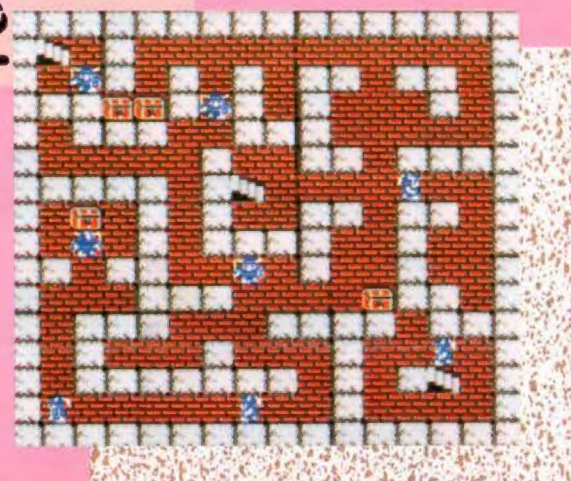


MOUNTAIN CAVE

B1

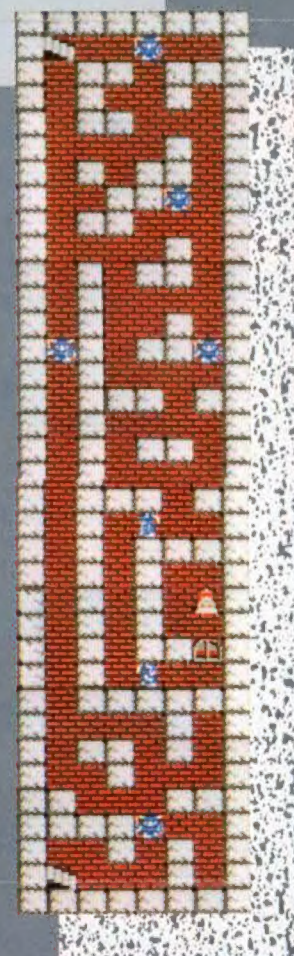


B2



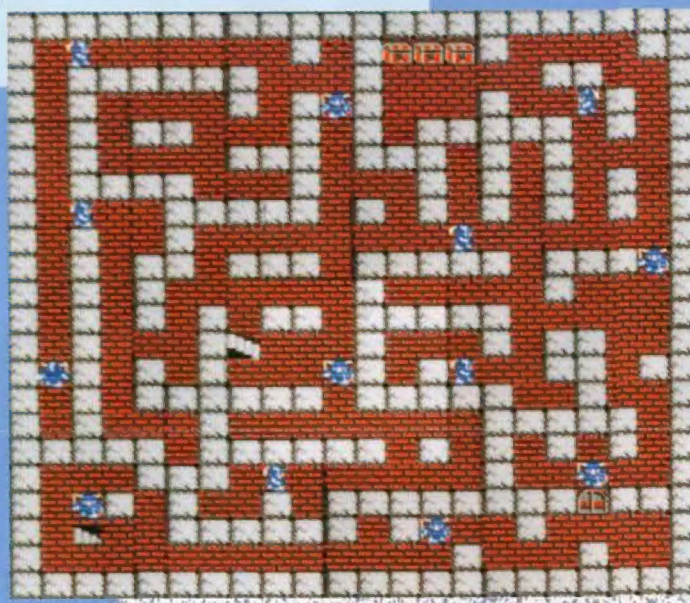
SWAMP CAVE

B1

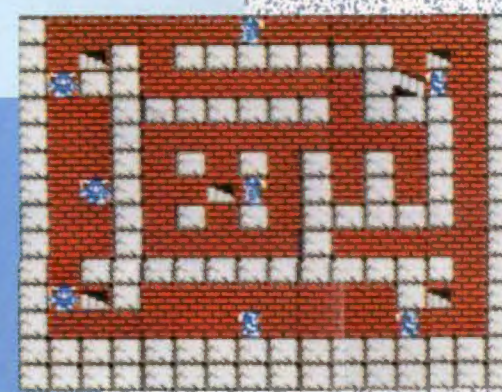


GRAVE OF GARINHAM

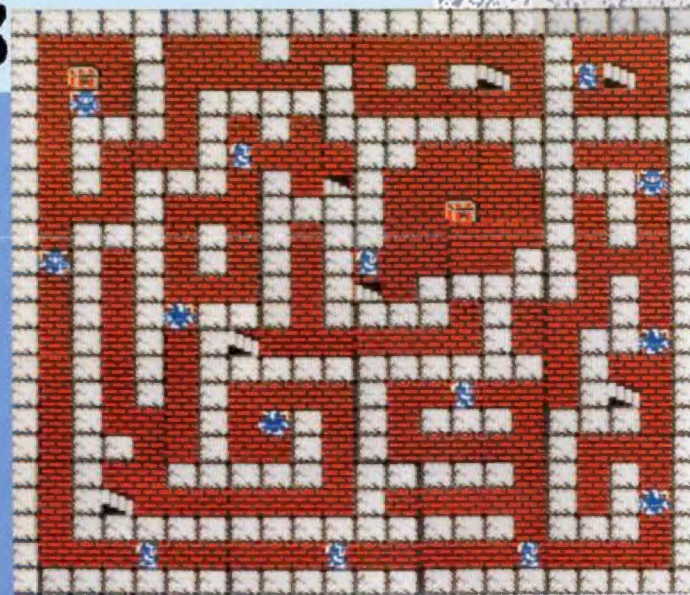
B1



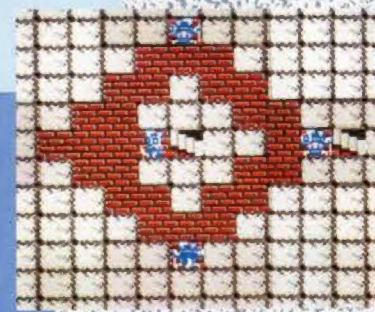
B2



B3



B4



THE CASTLE OF THE DRAGONLORD

B1



B2



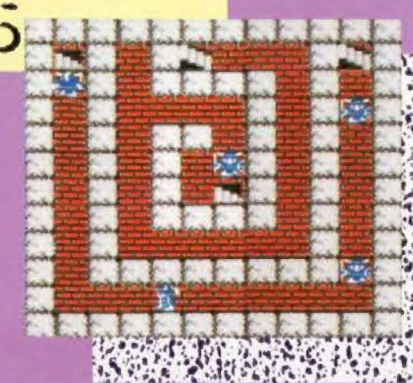
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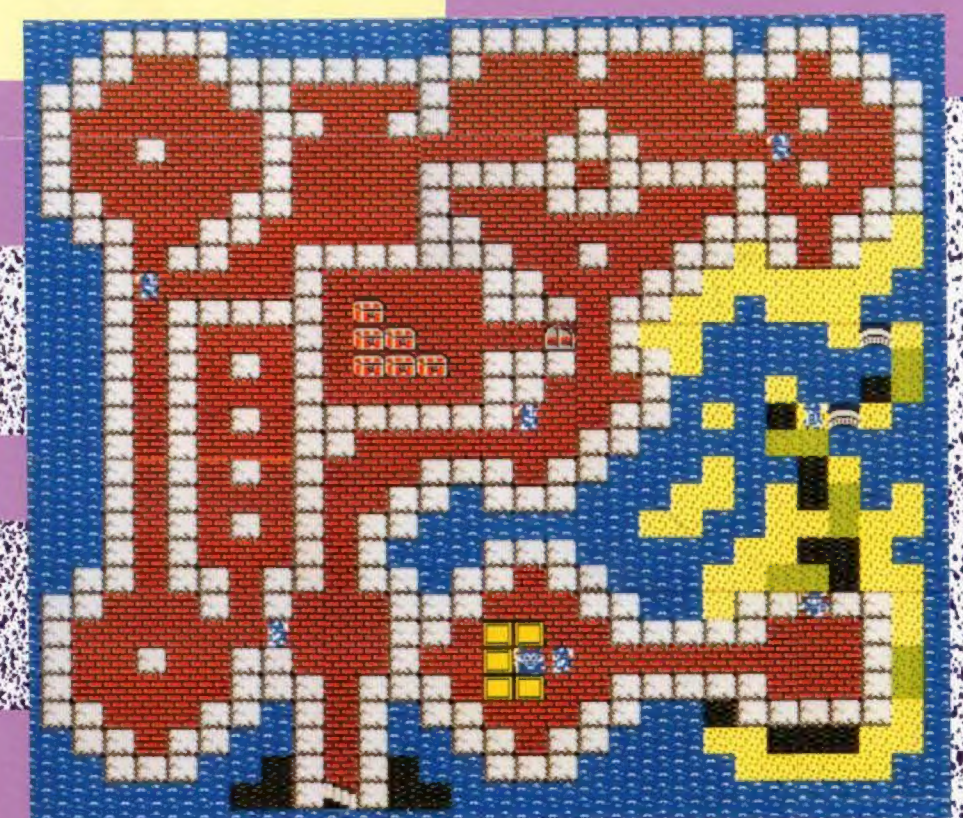
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B5



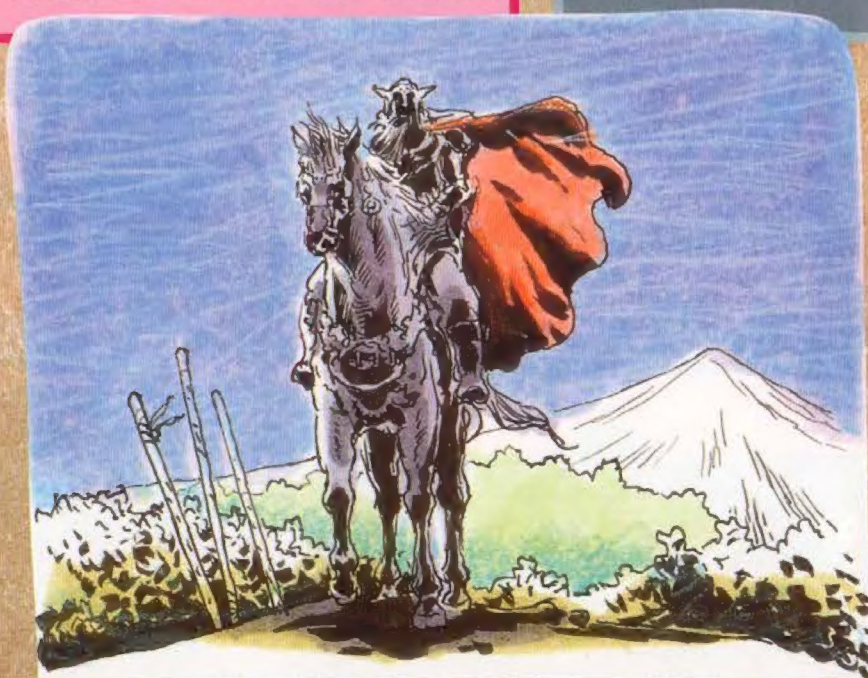
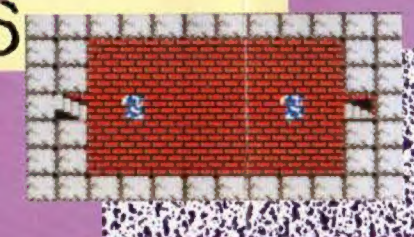
B7



B6



B6





MONSTER IDENTIFICATION CHART

SLIME	
MAX HP	3
GOLD	2
Experience	1
The weakest enemy in Alefgard.	

DRAKEE	
MAX HP	6
GOLD	3
Experience	2
A flying baby dragon.	

GHOST	
MAX HP	7
GOLD	5
Experience	3
This awful apparition can be troublesome.	

GOLDMAN	
MAX HP	50
GOLD	200
Experience	6
Made of solid, pure Gold.	

WOLF	
MAX HP	34
GOLD	50
Experience	16
Strong and persistent, wolves are dangerous foe.	

MAGICIAN	
MAX HP	13
GOLD	12
Experience	4
A good source of Gold and Experience near the start of your adventure.	

RED SLIME	
MAX HP	4
GOLD	3
Experience	1
A slightly more troublesome member of the slime family.	

MAGIDRAKEE	
MAX HP	15
GOLD	12
Experience	5
The Magidrakee knows the HURT spell.	

POLTERGEIST	
MAX HP	23
GOLD	18
Experience	81
A tough opponent usually found in caverns.	

GOLEM	
MAX HP	70
GOLD	10
Experience	5
Golem has a weakness for beautiful music.	

WOLFORD	
MAX HP	38
GOLD	80
Experience	20
The SLEEP spell works well on this fiend.	

WARLOCK	
MAX HP	30
GOLD	35
Experience	13
STOPSPELL should be used immediately when he shows up.	

METAL SLIME	
MAX HP	4
GOLD	6
Experience	115
Lots of experience points can be yours, if you can defeat it.	

DRAKEEMA	
MAX HP	20
GOLD	20
Experience	11
You had better have your magic ready, Drakeemas are tough.	

SPECTER	
MAX HP	36
GOLD	70
Experience	18
Supernatural. Sly. Strong. The Specter is not an easy ghost to bust.	

STONEMAN	
MAX HP	160
GOLD	140
Experience	65
Solid as a rock, Stoneman is no pushover.	

WEREWOLF	
MAX HP	60
GOLD	155
Experience	40
A real dog of an opponent.	

WIZARD	
MAX HP	65
GOLD	165
Experience	50
As far as magic goes, he's one of the best.	

SLIME
RED SLIME

SLIME
RED SLIME
DRAKEE

SLIME
RED SLIME
DRAKEE
GHOST

RED SLIME
GHOST
DRAKEE
MAGICIAN

GHOST
MAGICIAN
SCORPION
MAGIDRAKEE

GHOST
MAGICIAN
SCORPION
MAGIDRAKEE



SCORPION
MAGIDRAKEE
SKELETON
WARLOCK
WOLF

METAL SCORPION
SKELETON
WARLOCK
WOLF

METAL SCORPION
WRAITH
WOLFORD
GOLD MAN

WYVERN
GOLD MAN
WOLFORD
WRAITH

ROGUE SCORPION
WRAITH KNIGHT
WYVERN
KNIGHT
SHADOW KNIGHT

METAL SLIME
WRAITH KNIGHT
MAGIWWYVERN
SHADOW KNIGHT
KNIGHT

WEREWOLF
SHADOW KNIGHT
KNIGHT
MAGIWWYVERN
STARWYVERN

GREEN DRAGON
WIZARD
WEREWOLF
STARWYVERN
GOLEM

DROLL	
MAX HP	25
GOLD	25
Experience	10
Drolls hang out in dark passages.	

SCORPION	
MAX HP	20
GOLD	16
Experience	6
SLEEP works well on scorpions.	

KNIGHT	
MAX HP	55
GOLD	130
Experience	33
A nasty guy with a nasty temper.	

GREEN DRAGON	
MAX HP	65
GOLD	160
Experience	45
The weakest of the dragon family.	

WYVERN	
MAX HP	42
GOLD	100
Experience	24
A small, flying dragon found in many areas.	

SKELETON	
MAX HP	30
GOLD	30
Experience	11
Weakest of the skeleton family, but still a powerful fighter.	

DRUIN	
MAX HP	22
GOLD	16
Experience	7
A creature that dwells in the dungeons.	

DROLLMAGI	
MAX HP	38
GOLD	90
Experience	22
It is much stronger than it looks.	

METAL SCORPION	
MAX HP	22
GOLD	40
Experience	14
Unless you're very strong, use sleep.	

AXE KNIGHT	
MAX HP	70
GOLD	165
Experience	54
A brutal opponent armed with a sharp axe.	

BLUE DRAGON	
MAX HP	70
GOLD	150
Experience	60
A tricky and difficult dragon.	

MAGIWWYVERN	
MAX HP	58
GOLD	140
Experience	34
A user of magic spells, the magiwyvern can be a nightmare.	

WRAITH	
MAX HP	36
GOLD	60
Experience	17
This bonehead is rather strong.	

DRUINLORD	
MAX HP	35
GOLD	85
Experience	20
Magic and strength are its strong points.	

SHADOW KNIGHT	
MAX HP	50
GOLD	150
Experience	37
More than magic is necessary to defeat this extraordinary creature.	

ROGUE SCORPIN	
MAX HP	35
GOLD	110
Experience	26
Lots of trouble, but lots of Gold.	

ARMORED KNIGHT	
MAX HP	90
GOLD	140
Experience	70
He is like a tank.	

RED DRAGON	
MAX HP	100
GOLD	140
Experience	100
Only the Dragonlord himself is more dangerous.	

STARWYVERN	
MAX HP	65
GOLD	160
Experience	43
A strong and unpredictable creature.	

WRAITH KNIGHT	
MAX HP	46
GOLD	120
Experience	28
Luckily, by the time you meet him, you'll know a few magic spells.	

DRAGONLORD	
MAX HP	?
GOLD	?
Experience	?
?	

DRAGON WARRIOR[®]



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